**Race to 100**

**Skill/Concept** Applying mental math strategies (SLO 3.N.6)

**Materials:** 2 (1 to 6) dice

recording sheet and pencil

**Directions:** Before playing the game, students need to decide if the winner is the first person to go over 100 or if it is the person closest to 100 without going over.

Each player, in turn, rolls the two dice, makes a two-digit number and records it on their recording sheet.

On the second roll the new two-digit number is added to the first and the total is recorded. The player explains the strategy used.

Play continues in this manner until one player gets to 100.

**Variations:** Change the number to race to.

|  |  |
| --- | --- |
| **Race to 100** | |
| **Roll** | **Total** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |